COMPUTER APPLICATIONS –CLASS IX

SCRATCH –ANSWER KEY

QI. Fill in the Blanks.

1. **REPEAT** is a block to replay an action for a specific number of times.

2. **NEW BACKDROP** icon is used to change the background of the stage.

3. SCRATCH was designed by **MITCHEL RESNICK**.

4. **CAP** block is used to end the script.

5. **GREEN FLAG** is used to start the PROJECT.

6. **POINT TOWARDS** block changes the direction of the sprite.

7. **BOOLEAN** block is used to hold numbers as well as strings.

8. **MOTION** block controls the movement of the sprite.

9. **CIRCULAR ARROW** enables full rotation of the sprite.

10. **GROW** button increases the size of the sprite.

11. **SHRINK** button decreases the size of the sprite.

12. **STOP** button is used to stop the project at the time of execution.

13. **HIDE** makes the sprite disappear from the stage.

14. **.sb2** is the extension of a scratch file.

15. **CLEAR** block is used to remove all marks made by pens and stamps.

16. **PEN(SET PEN SIZE TO : 10)** block sets the pen size to a specific value.

17. **PEN(SET PENSHADE TO :)** block sets the pen colour to a specific colour.

18. **go to x: y :** is used to place the sprite at a given value of x and y.

19. **CIRCULAR ARROW** enables full rotation of a sprite.

20. **MOTION** block moves the sprite by a specified number of steps.

21. **HAT BLOCK** is used to start a script.

22. **CAP BLOCK** is used to stop a script.

23. **DUPLICATE, DELETE, GROW AND SHRINK** are the cursor tools.

24. **SCRIPT** is the collection of stepwise instructions given to a sprite.

25. The three panes of SCRATCH window are **STAGE AND SPRITE PANE, BLOCK PALETTE , and SCRIPT AREA.**

26. In SCRATCH , the objects are known as ___**SPRITES**___ .

27. The main working area in SCRATCH is called ___**STAGE**___ .

28. We can draw various shapes in SCRATCH. The turn angle for a shape of is **360/number sides.**

29. **PEN** block controls the movement of a pen.

30. **DIRECTION** block is used to rotate the sprite at a given angle.

QII. Explain the functions of the following.

THIS BLOCK IS USED TO START THE SCRIPT.

THIS BLOCK MOVES THE SPRITE BY 100 STEPS

THIS BLOCK PAUSES THE SCRIPT FOR 1 SECOND.

THIS BLOCK REPEATS A GIVEN SET OF COMMANDS FOR 10 TIMES.

THIS BLOCK REPEATS A LOOP AND TESTS THE CONDITION.

THIS BLOCK SETS THE SPRITE 'S X CO-ORDINATE TO 110 AND Y CO-ORDINATE TO 0.

THIS BLOCK TURNS THE SPRITE IN THE CLOCKWISE DIRECTION BY 15 DEGREES.

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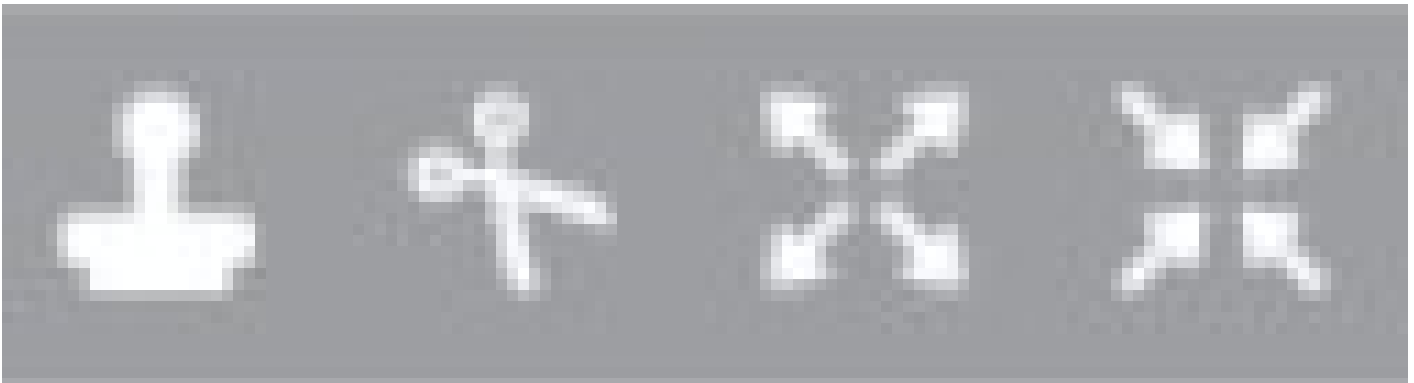THIS BLOCK CHANGES THE PEN COLOUR TO THE SPECIFIED COLOUR.

THIS BLOCK SETS THE PEN SIZE TO THE VALUE 1.

QIII. Identify the following. What are these called in SCRATCH?

A   B   C   D

A - DUPLICATE

B - DELETE

C - GROW

D - SHRINK